
Subject: Re: Roleplay2 2.2 Public Beta Released!
Posted by [Jerad2142](#) on Mon, 06 Dec 2010 19:10:57 GMT
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Generalcamo wrote on Sun, 05 December 2010 08:56Hmm, I just noticed something that I need help with.

How do you get the people visible in the vehicles? I am using new models for my map and the cockpit of the new orca is very visible, and the recon bike uhh, looks empty. You have to do it with a script in the end (show visible drivers (the level edit option) is broken). Some of the scripts work better than others, however the ones rp2 uses probably won't work for you, as I do believe that I create the visible driver using a preset that isn't in stock Renegade.
